

# **Uniaud: Internals and History**

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## About Me

- I am primarily a hardware developer. I started my career designing hardware for IBM 360 mainframe clones.
- I then joined a small company building Cray compatible computers where I had to do a little of everything including microcode and embedded systems hardware and software.
- Since then I have worked on projects from auto industry process controllers, to home automation, to radiation effects testing for satellite electronics.
- I have been using OS/2 and developing software for OS/2 since version 1.
- Being an experienced hardware developer gives me an advantage in writing device drivers.

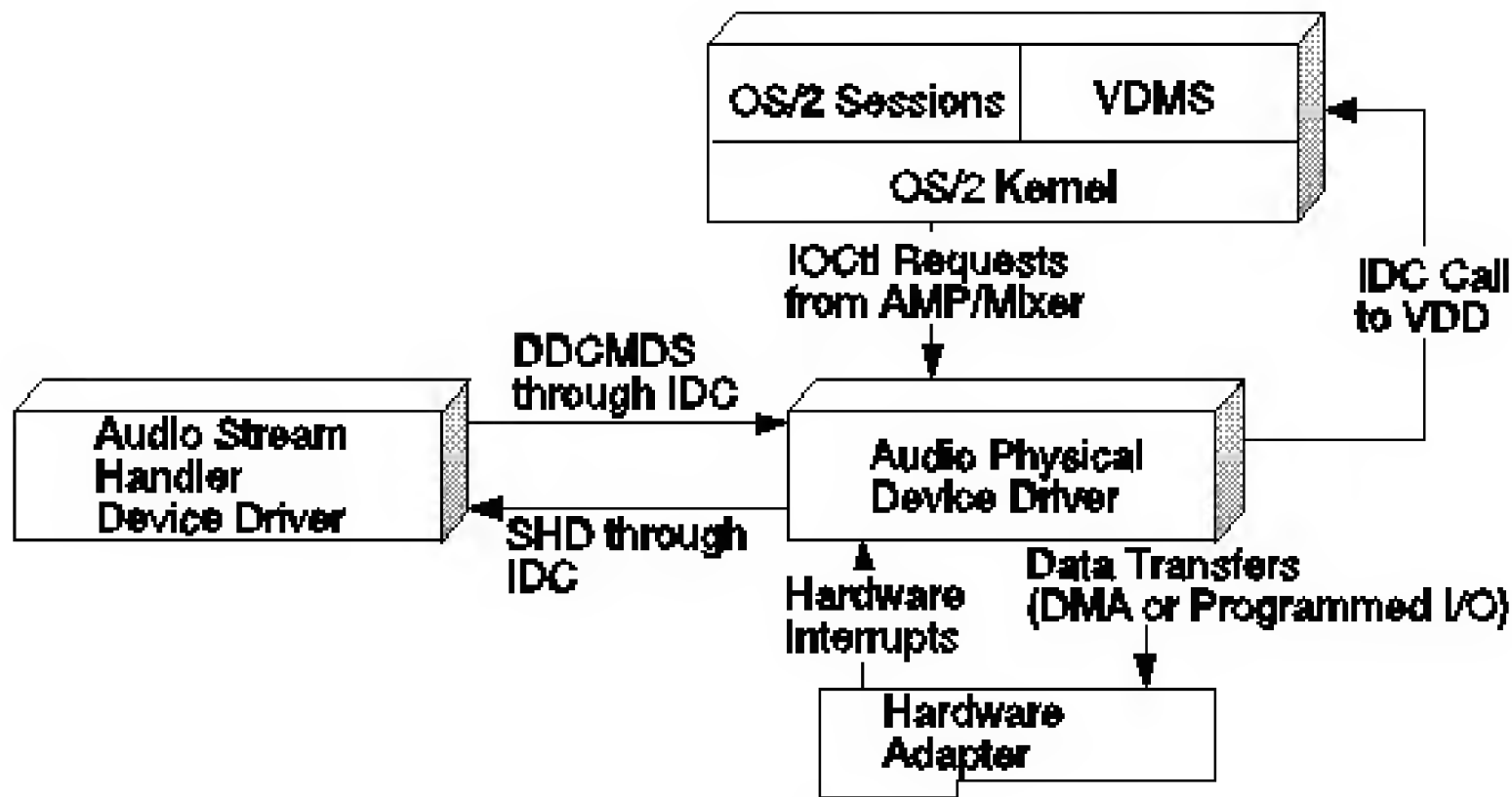
## **This Presentation**

- What is inside Uniaud
- How Uniaud works
- What are Uniaud's limitations
- How to work around problems
- Questions

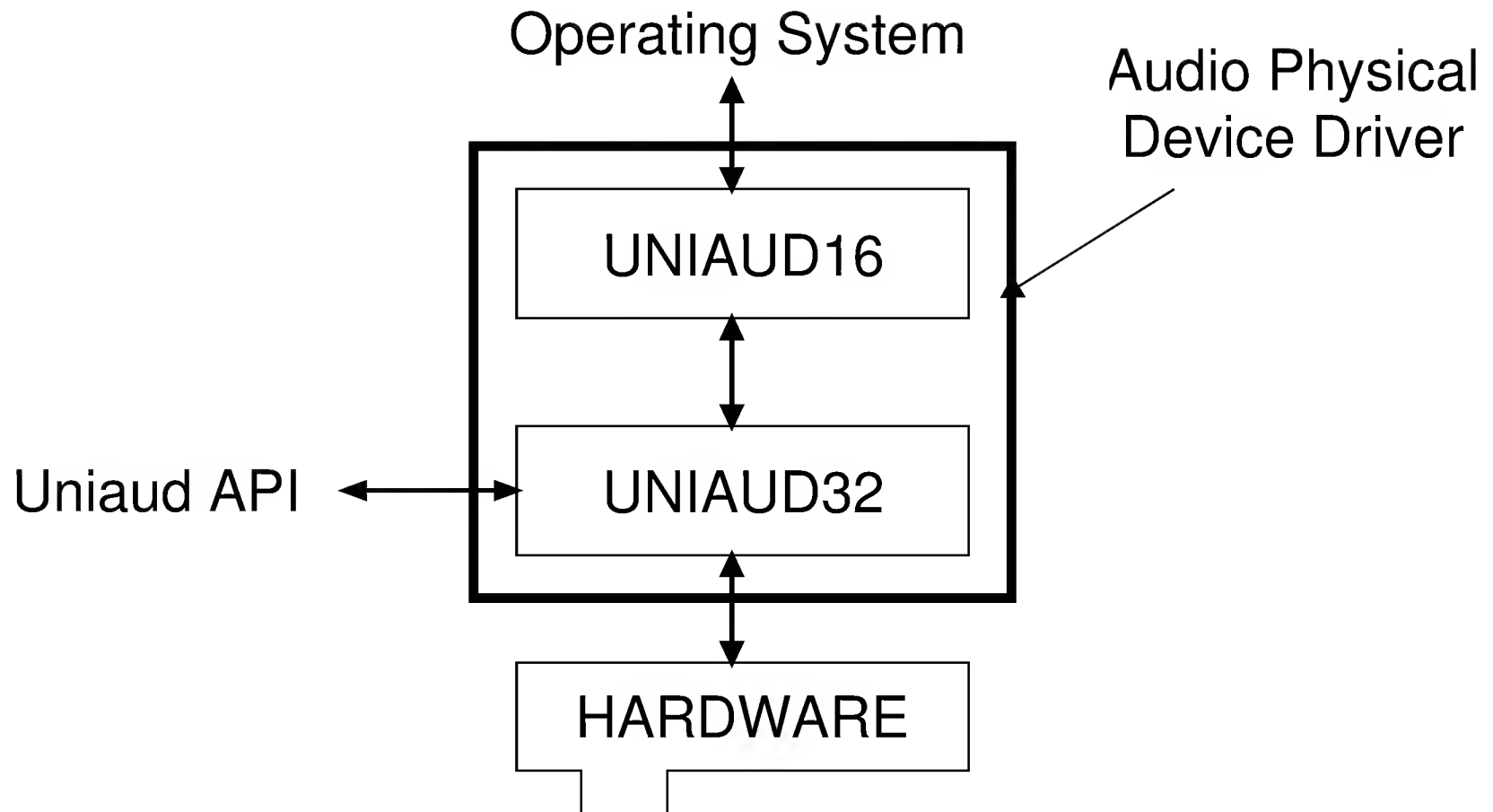
## **A Brief Look at Uniaud's History**

- Uniaud has its origins with the SBLive driver.
- The SBLive driver was based on the Saint Tropez example from the DDK.
- There were problems with the Tropez sample driver in the DDK that.
- Now all drivers based on the Tropez sample driver in the DDK have the same problems.
- Most of these problems have now been found and fixed in Uniaud.

## Where the Audio Physical Device Driver fits in (From IBM)



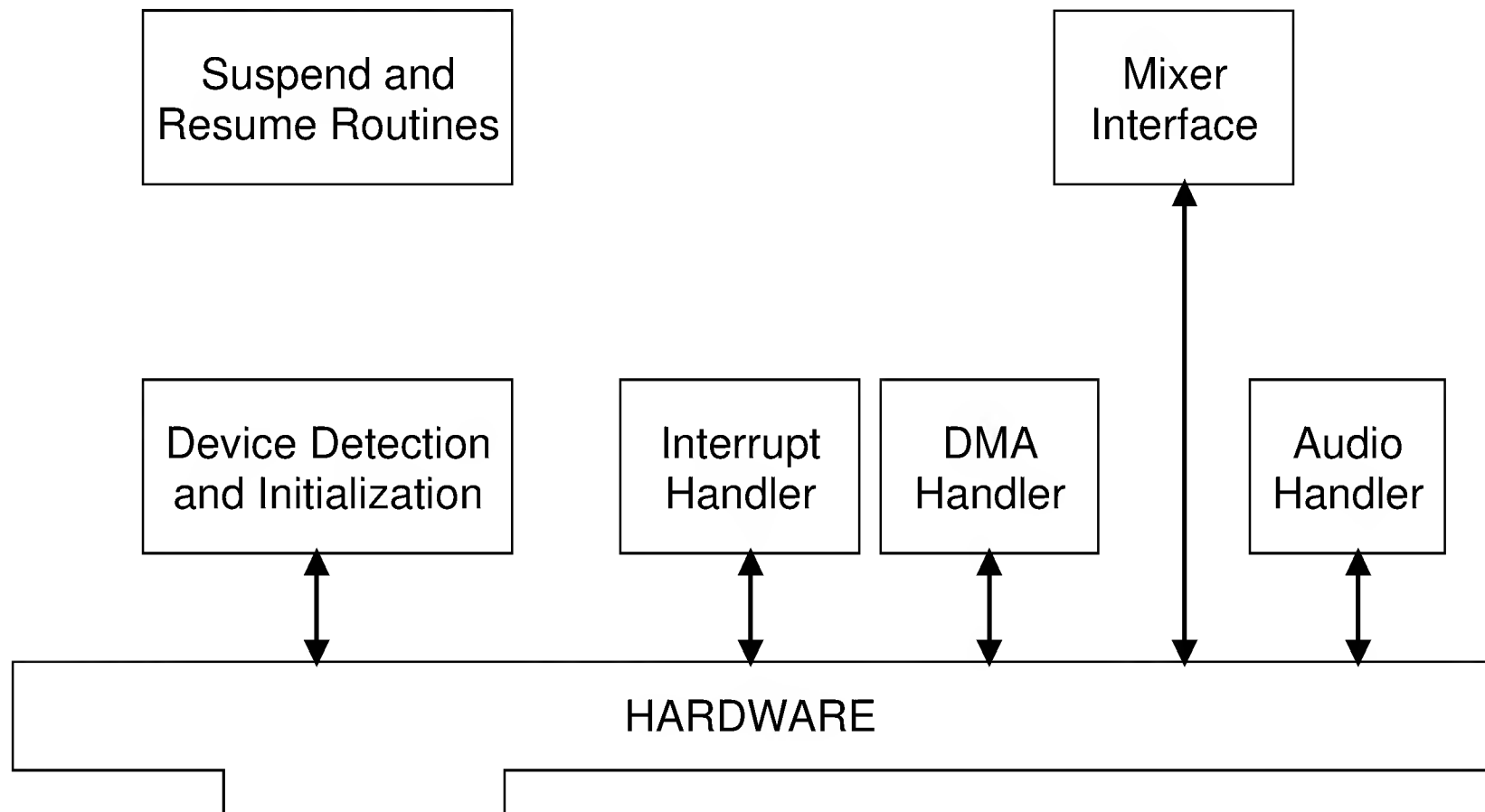
## Uniaud Has 2 Separate Drivers



## What Uniaud16 Does

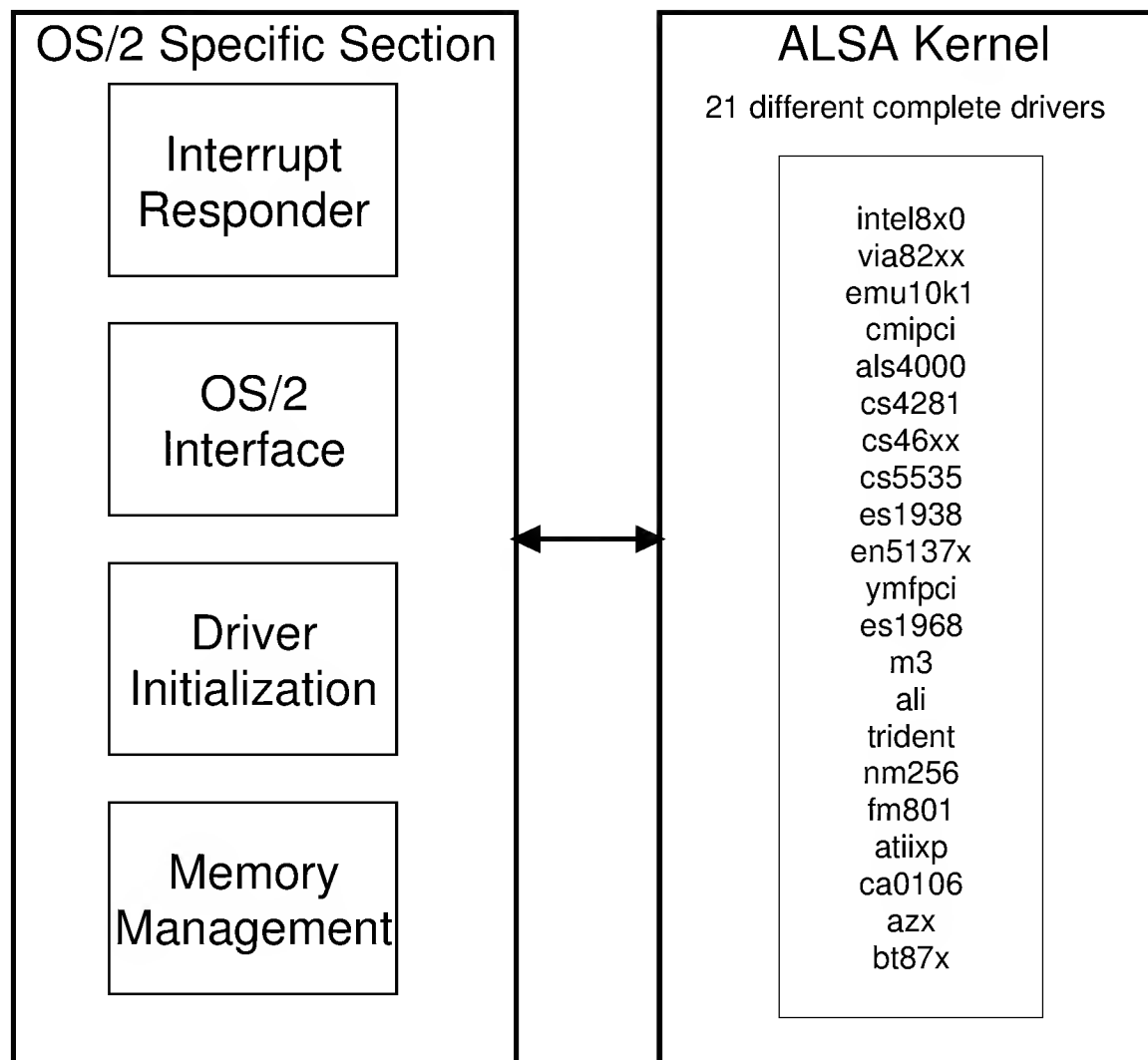
- Interface between the operating system / applications and Uniaud32.
- Does not talk directly to hardware.
- Does not handle any interrupts.
- Has to appear to be a physical device driver to OS/2 even though it is not.
- Handles frequency conversions.
- Handles application buffer management.
- Has to maintain synchronization with Uniaud32.
- Once written correctly and working, this part of Uniaud should not need to change.

## Uniaud 32: What is in a Basic Audio Physical Device Driver



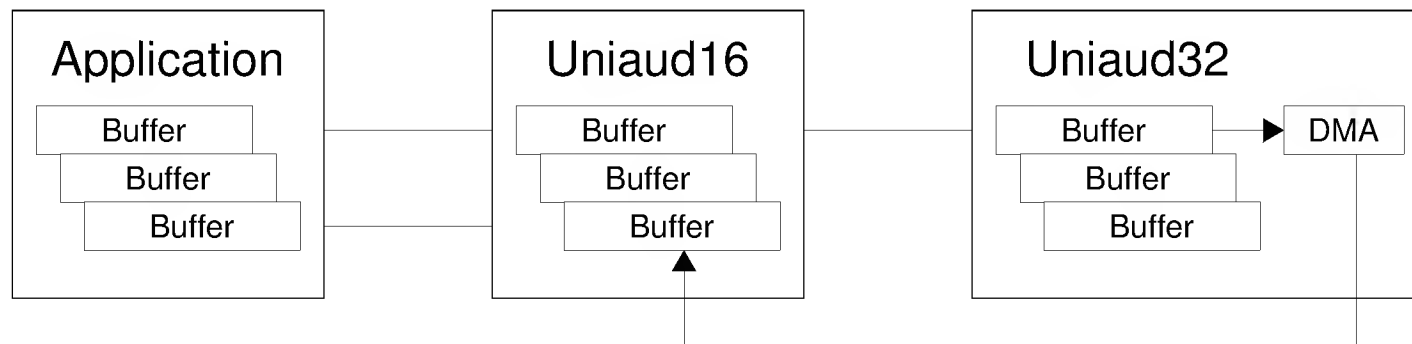


# Inside Uniaud 32



## My Changes - Uniaud16

- It was not multi-thread safe. There were hacks / patches in the code to work around these problems, but none of them actually addressed the reentrancy issues. I fixed the reentrancy issues and removed all the hacks.
- There were buffer management problems.



There is still a small A-V sync issue due to the double buffering done. However it is probably as good as it is going to get.

- There was a problem with the Pause/Resume logic which I fixed.

## **My Changes - Uniaud32**

- There was a problem with the PCI bus scan where it wouldn't find some audio hardware. This was fixed.
- I made some changes to the way that the multiple drivers get initialized.
- I made some slight changes to the audio buffer management.
- Uniaud32 did not handle APIC interrupts correctly. This was fixed.
- I added some additional “quirks” for some special hardware cases.
- The Uniaud API library was converted to use the Open Watcom compiler. Some structure alignment issues that caused the Uniaud API to not work were corrected.

## The Unimix Utility

- The Unimix utility was cleaned up and enhanced.
- Can be used to work around many mixer type of problems.
- Unimix talks directly to Uniaud32, so it doesn't go through Uniaud16 and does not have the limitations imposed by MMOS2.
- Unimix can be used to switch between different audio outputs.
- You have more flexible and detailed control of the different volume levels.
- If you need to control certain settings on startup, you can put the unimix command
  - In your STARTUP.CMD file
  - In your Startup folder
  - RUN= statement in CONFIG.SYS  
RUN=unimix -id5 -cnt0 -val50 -cnt1 -val50

# The Unimix Command Line

unimix -id5 -cnt0 -val50 -cnt1 -val50

## Usage:

- dev - card to work
- card - show card info
- pcms - show PCM instances info
- list - full (id,name,bounds,value) control(s) list
- names - just control(s) name(s) and ID
- id<num> - use control num (for list or set value). Begins from 1
- val<num> - set value for control
- cnt<num> - set value for count number <num> in control. Begins from 0
- get - get value switch. uses with -id and/or -cnt
- powerget - get power state
- powerset<num> - set power state
- save<file> - save dump of all values of all controls to file
- load<file> - load dump from file to all values of all controls

## Useful Uniaud Links

- The Wiki page at the Uniaud development home:  
**<http://svn.netlabs.org/uniaud>**
- The ftp download page for Uniaud at netlabs:  
**<ftp://ftp.netlabs.org/pub/uniaud>**

My settings in .mplayer/config:

```
quiet=yes  
vo=kva:dive  
ao=kai:dart
```